

The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

1. A game kit comprising:

a set of cards selected from a group consisting of a play card, a pointer card, and a blocker card, each card having a top layer and a bottom layer, the top layer having a design superimposed by a configuration, the bottom layer being magnetized; and
a set of point markers.

2. The game kit of Claim 1, wherein the configuration includes dotted lines.

3. The game kit of Claim 1, wherein the play card includes dotted lines forming one or more open polygons.

4. The game kit of Claim 3, wherein the pointer card includes dotted lines forming one or more closed polygons.

5. The game kit of Claim 4, wherein the blocker card includes a dot configuration.

6. A method of playing a strategy card game, comprising:

selecting a playing surface formed from a magnetic element; and
placing a card from a set of cards that is selected from a group consisting of a play card, a pointer card, and a blocker card, each card having a top layer and a bottom layer, the top layer having a design superimposed by one or more lines with a pattern, the bottom layer being magnetized.

7. The method of Claim 6, wherein the act of placing the card on the playing surface includes forming a closed polygon in which a point marker can fit.

8. The method of Claim 6, wherein the act of placing the card on the playing surface includes placing the card in a position selected from a group consisting of parallel and perpendicular so as to touch other cards in play, the act of placing the card including refraining from overlapping the card by more than 50% of another card underneath, the act of placing the card including avoiding overlapping a line that is a part of a formed

polygon, the act of placing the card including inhibiting the placement of the card to form a void showing through from any playing surface in the puzzle, the act of placing the card including refraining from placing the card outside the perimeter of the playing surface, and the act of placing including avoiding a formed polygon.

9. The method of Claim 6, further comprising ending the strategy card game when one of the players is first to run out of point markers.

10. The method of Claim 9, further comprising ending the strategy card game when there are no more cards available to pick.

11. The method of Claim 9, further comprising ending the strategy card game when there is no more playing surface on which to place cards.